
Title: Basic Sailing

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Ah ha! So you have a
boat... or perhaps you
have a deed for a boat.
Time to christen it.

Take you your boat (in
small, model form) or
your boat deed to a
dock. Double click either
and you will see a "ghost"
boat on the end of your
cursor. Maneuver it over
the water and click.

You cannot place a boat
there or it is blocked?
Try moving it slightly
over, making sure no
people, harbormasters,
fishers, dogs, rats, birds,
or other dock dwellers
are in the way.

You boat is now in the
water! Now how to get
on?
The leading cause of not
being able to get on
and off boats (besides
shoes with poor
traction) is having
"always run" checked
in options. You have
to walk on and off
boats.

You have two ship keys.
One is safely in your
bank box, leave it
there. The other is in
your pack. Double click
the key, target the side
of the boat to unlock it
if it is locked. Once
unlocked, double click the
side of the boat to open
the gangplank. WALK,
don't run onto the

gangplank. Presto! you are on your boat. You can also recall onto your boat by casting the spell recall or sacred journey and targeting the boat key.

Now for basic commands:

To raise the anchor say "raise anchor"
to lower the anchor (before dry docking) say "drop anchor"

To sail say:
back
forward
right
left

To adjust speed (default is fast) put "slow" in front of the direction.
e.g.: "slow forward" or "slow back"

To move just one tile put "one" in front,
e.g. "one forward" or "one back"

to stop the boat say "stop"

To turn say "turn right" or "turn left"

Getting off your boat:

First stop the boat, then drop anchor. Make sure the gangplank is locked (double click the key, target the side of the boat until it says "locked"). Now double click the side, open the gangplank, you have a few seconds to WALK onto the plank and onto shore. Now double click the tillerman and you will have an option to drydock your boat, and it will once again be in your backpack.